

FIG. 1

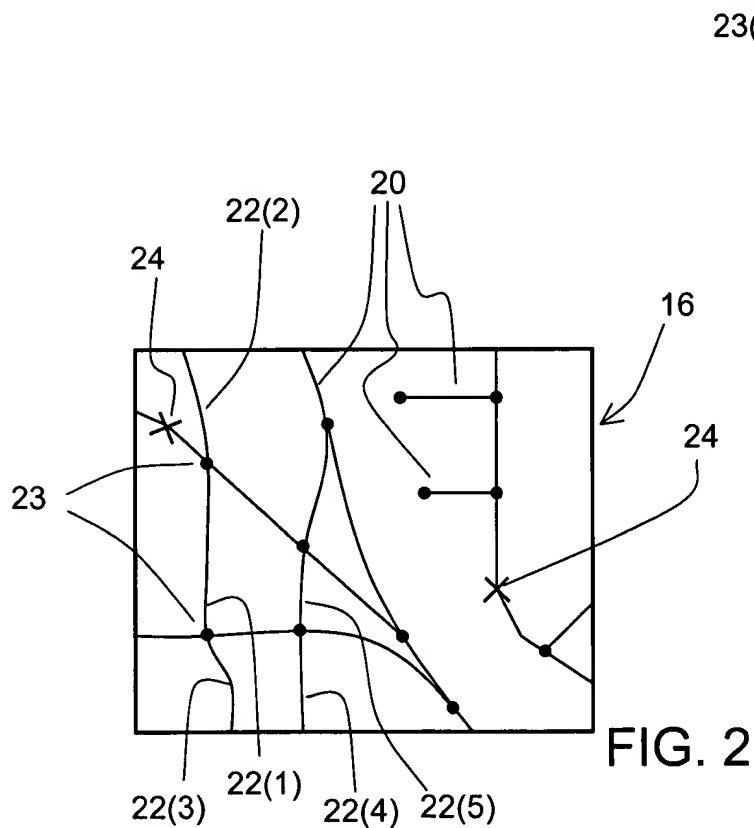


FIG. 2

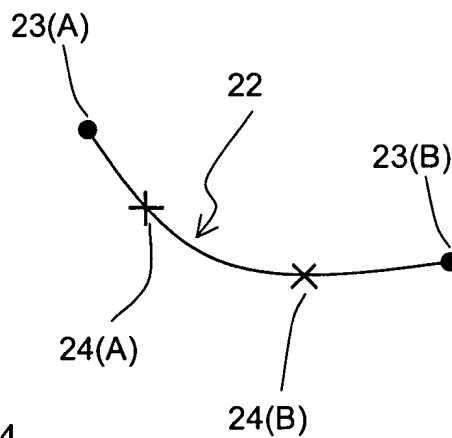


FIG. 3

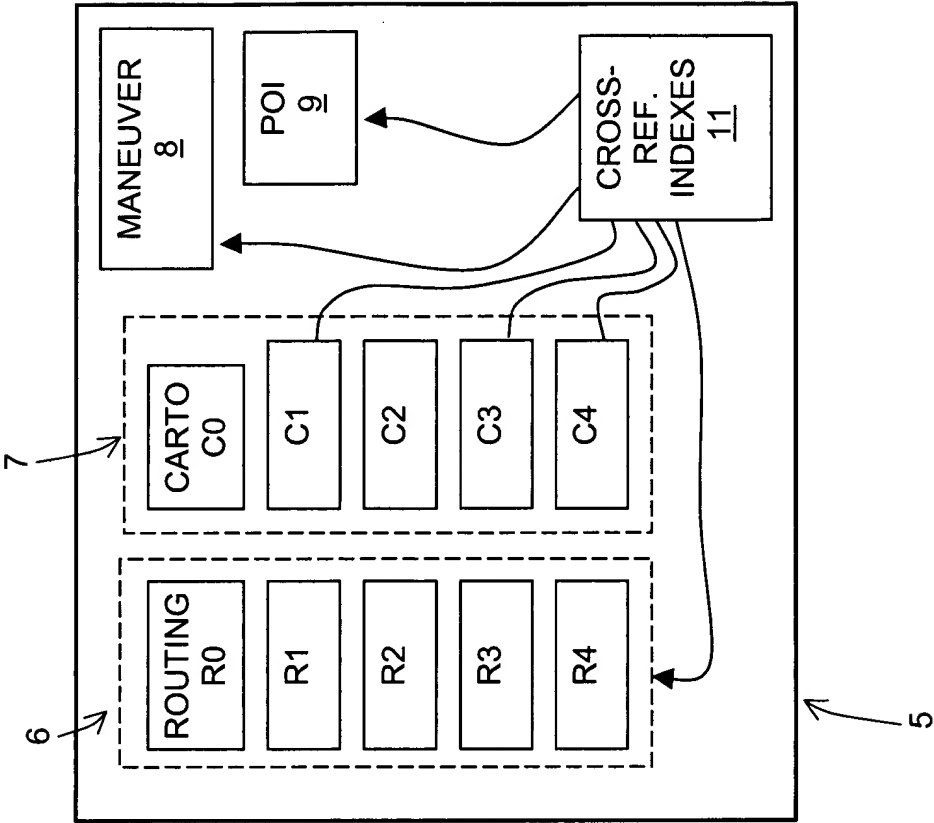


FIG. 5

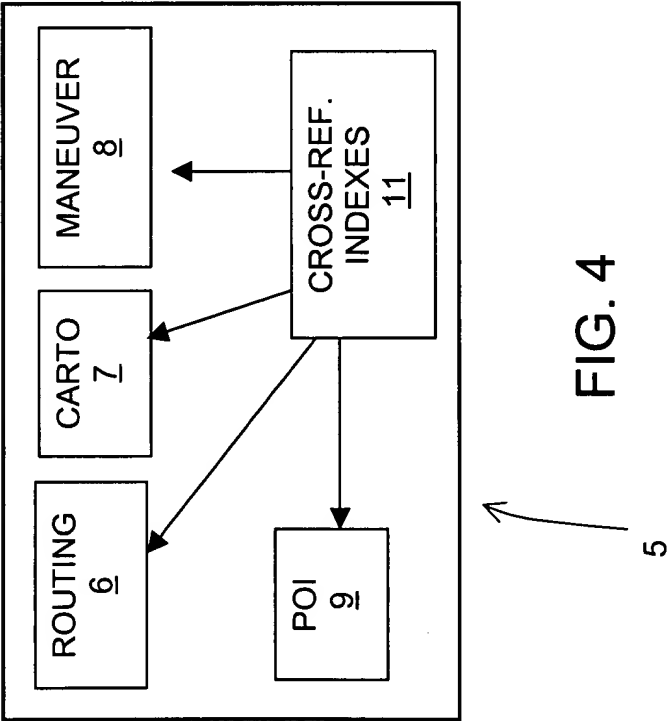
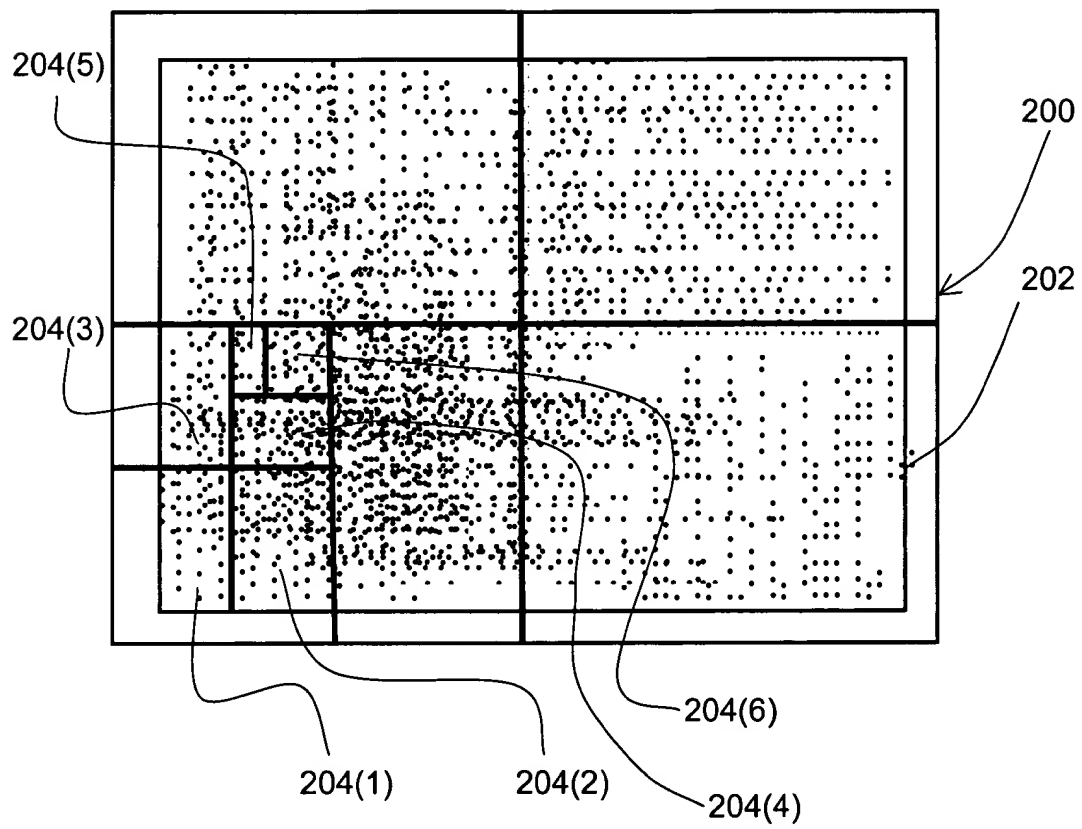
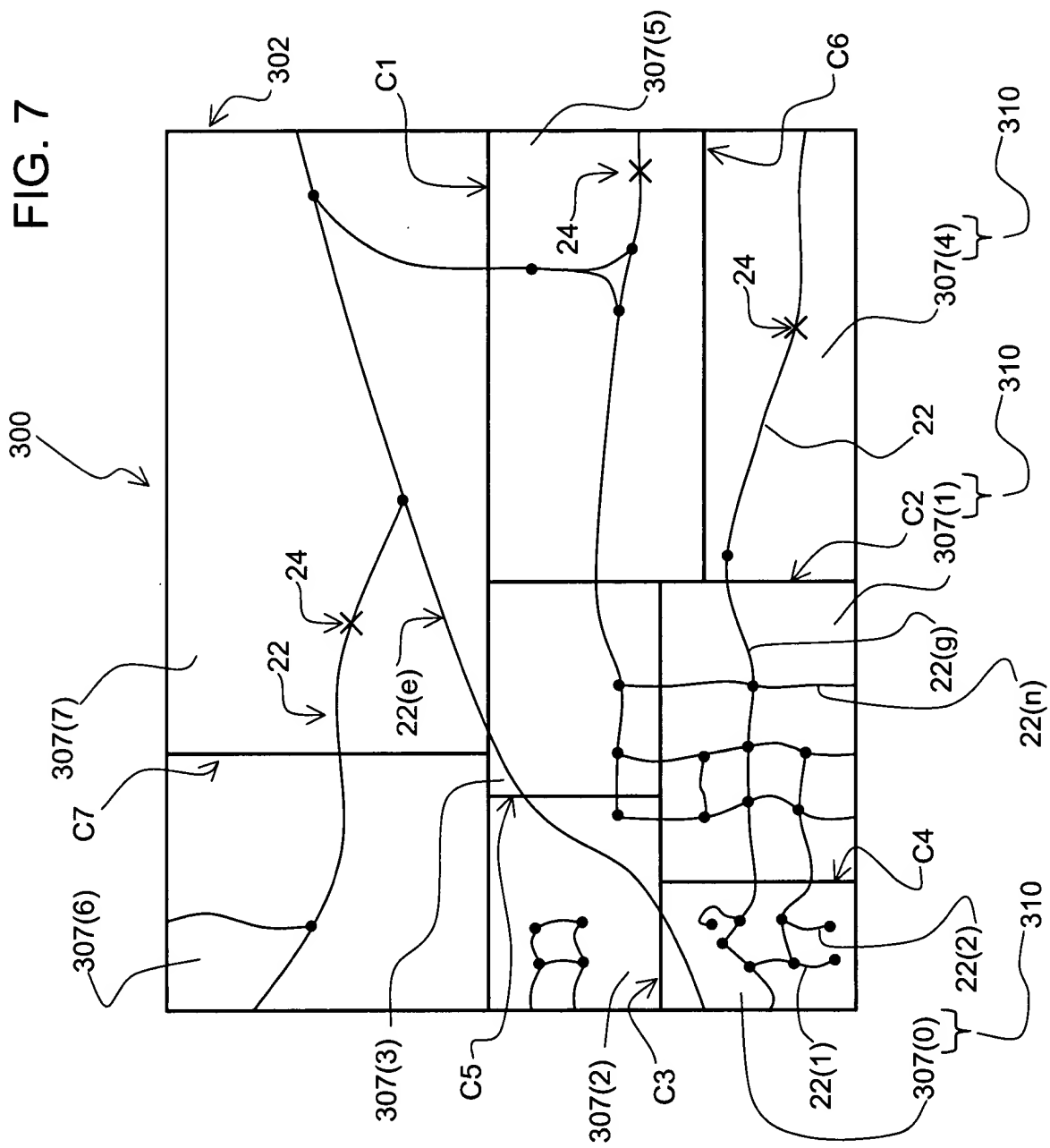


FIG. 4

FIG. 6





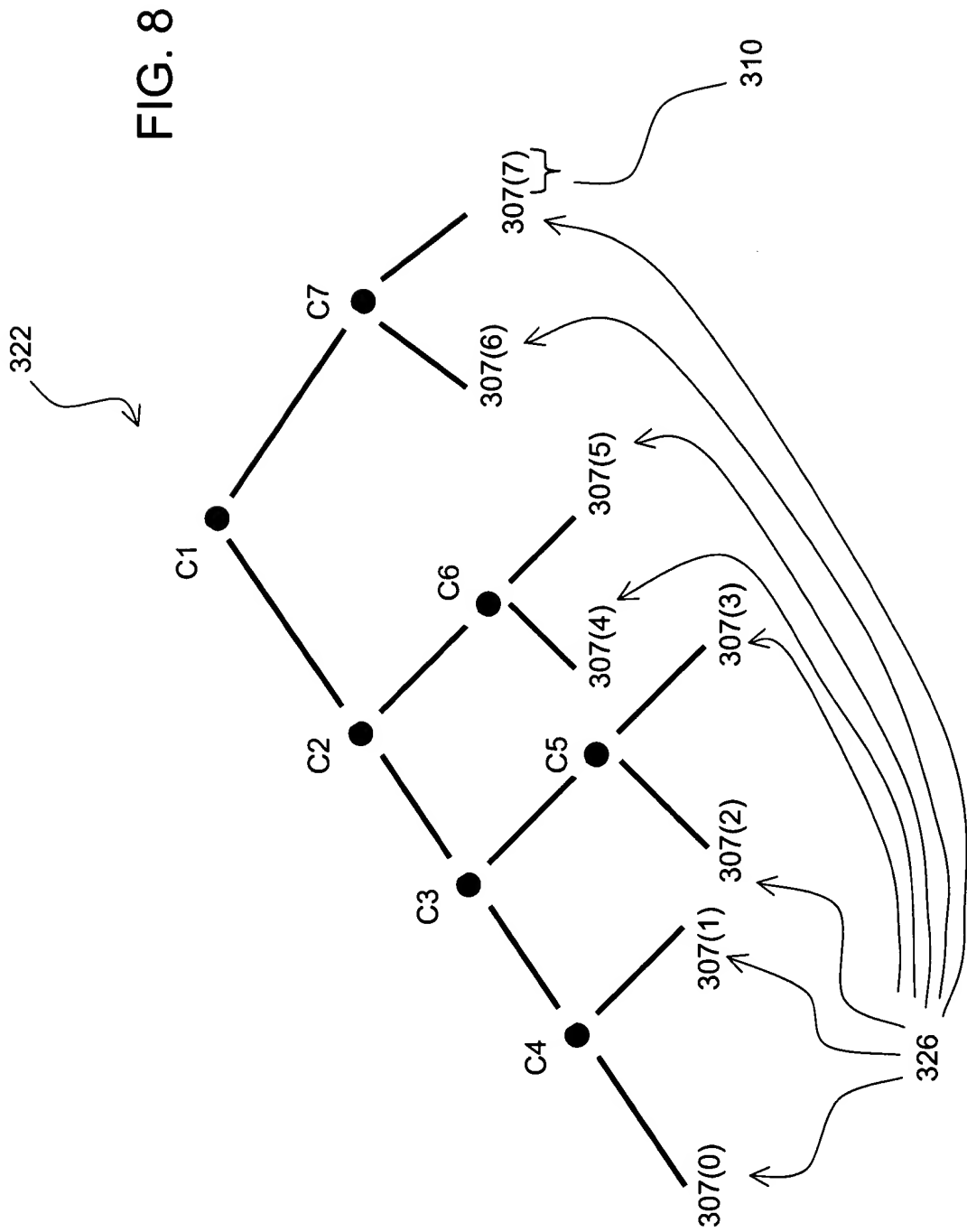


FIG. 9

Internal KD-Tree Entry

Byte 0								Byte 1							
0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5
Control Bits								Left Offset or Index				Right Offset or Index			

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Control Bit Definitions:

- Bit 0: 0 = Vertical Cut; 1 = Horizontal Cut
- Bit 1: 0 = Left is Offset; 1 = Left is Index
- Bit 2: 0 = Right is Offset; 1 = Right is Index
- Bits 3-7: Location of Cut


Offset/Index Bit Definitions:

- Bits 8-11: Left Offset or Index
- Bits 12-15: Right Offset or Index

An *Offset* is the distance from the beginning of the current entry, in 2-byte units, to the beginning of its left or right child entry.

An *Index* is in the range 0-7, and is the index assigned to the rectangle represented by the left or right child of the current entry.

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	SUB-RECTANGLE INDEX							
SEGS	(0)	(1)	(2)	(3)	(4)	(5)	(6)	(7)
seg(1)	1	0	0	0	0	0	0	0
seg(2)	1	0	0	0	0	0	0	0

seg(e)	1	0	1	1	0	0	0	1
seg(g)	0	1	0	0	1	0	0	0

seg(n)	0	1	0	0	0	0	0	0

FIG. 10

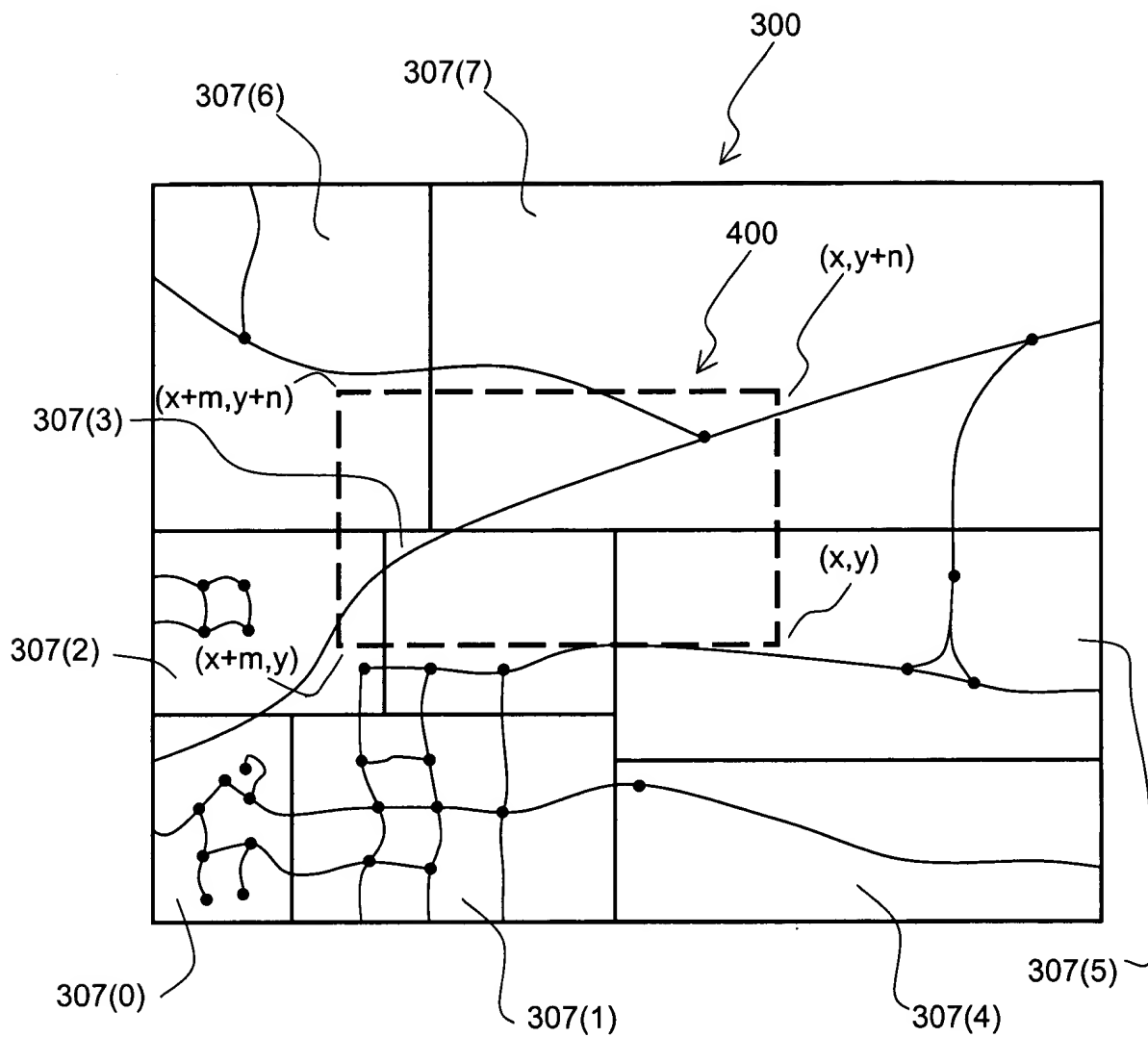


FIG. 11

FIG. 12

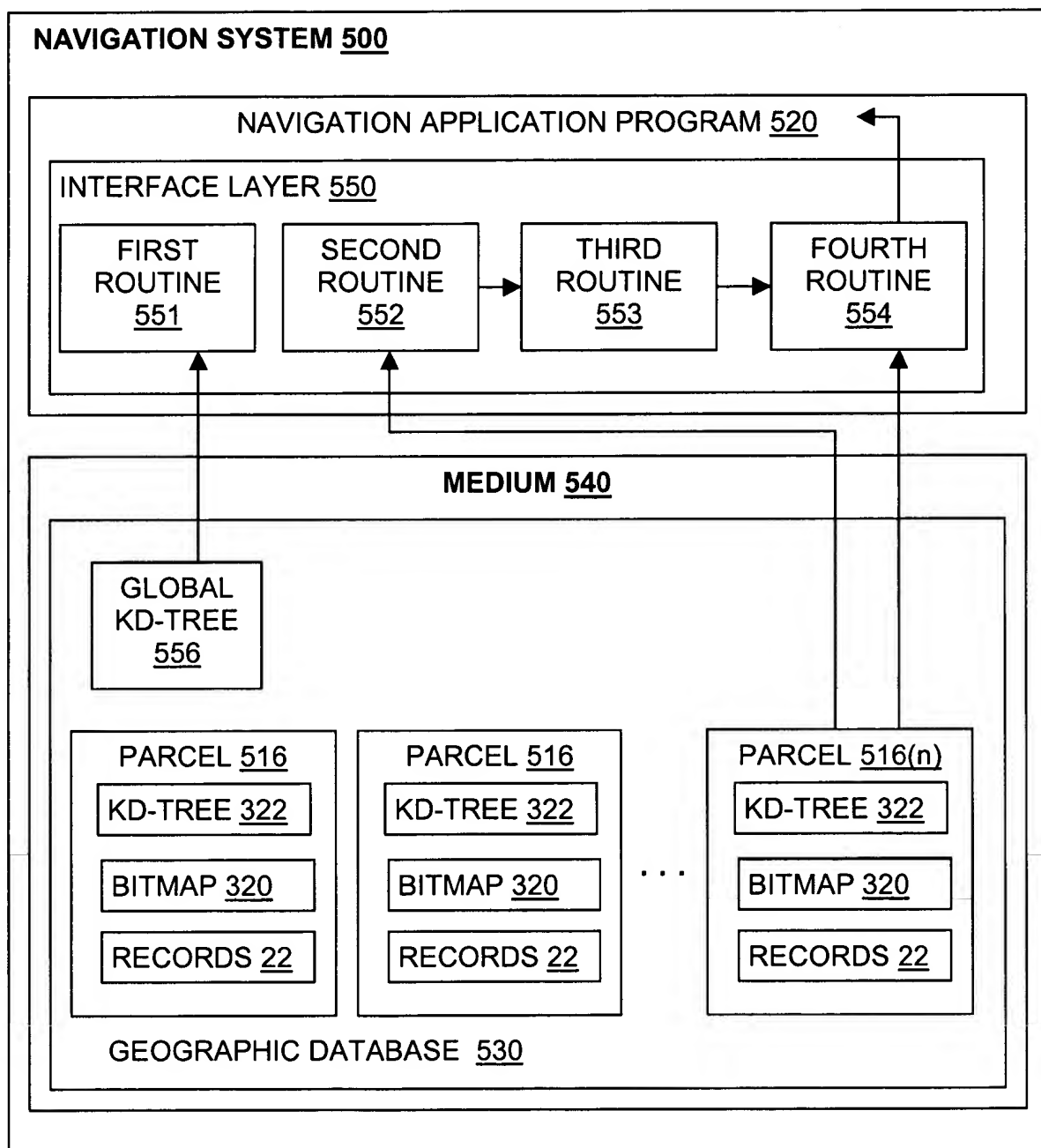


FIG. 13

